ADITI GUNNA

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📞 (240)270-6426
📍 New York Metropolitan Area

Interdisciplinary Designer interested in interaction and visual design.

Skills

TOOLS
Figma
Sketch
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere Pro
Adobe After Effects
Cinema 4D
Rhinoceros 3D
HTML/CSS
JavaScript
Python
Unity (C#)

VISUAL DESIGN
Layout & Composition
Typography& Colour
Animation (2D and 3D)
Motion Graphics

Education

Parsons School of Design, The New School
Masters in Fine Arts Design and Technology 2024
GPA 4.00

RV College of Architecture
Bachelor of Architecture 2022
GPA 7.47

Projects

Chatbot: Multi-method Usability Evaluation — Dec. 2023
- Developed a proposal for a multi-method usability evaluation of the New School's Chatbot using principles of applied psychology and heuristics
- Outlined an experiment, involving 20 students, to understand chatbot's ability to provide concise and relevant information to users, identifying a baseline for usability evaluations

Reimagining Spatial Navigation in a Museum — Nov. 2023
- Design proposal to add a spatial navigation feature to the museum's existing web interface included a user interface design kit and a high-fidelity Figma prototype
- Process included diverse user research (30+ survey respondents, 3 in-depth interviews, on-site testing with 2 participants) and rapid iteration based on user insights, and user testing

Employment

Parsons School of Design, The New School
Teaching Assistant — Aug. 2023 to May 2024
New York City
- Facilitated weekly discussion sections for an undergraduate course in Immersive Storytelling, which explored emerging technologies like Virtual Reality.
- Conducted weekly workshops on game development using Unity; supported students in building their final projects using Unity.
- Guided collaborative student projects and led weekly design critiques.

Visual Design & Animation - Research Asst. — Mar. 2023 to May 2024
New York City
- Developed a visual design scheme for weekly presentations, synthesized content to create engaging presentations on design fundamentals - taught as part of the First-Year-Study at Parsons
- Worked on and delivered 2D animations for the professor's latest film, using visual design and aesthetics to evoke the complex themes of the film

IGH Consulting
Architectural Intern — Feb. 2021 to May 2021
Bangalore, India
- Delivered design ideas, construction schematics, quantity and cost estimations for various environmentally conscious residential and commercial projects across India.